

BALL GAMES

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| Level | 0 (Age group 4 – 5) |
| Resources Required | A ball |
| Alternate Options for the Resources | Any light object to use instead of ball |
| Strand Covered | Numbers and Operations |
| Targeted Skills | Counting Numbers 1-20 and skip counting |
| Inspired by | Third Space Learning – David Leighton |
| Time Required | Set up time 10 times Game time under 30 minutes |
| Previous Learning Required | Knowledge of numbers 1-20 Addition up to 20 |
| Support Required | Medium supervision |

Rules of the Game:

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| Goal | Be the first pair to reach the number 20. |
| Rules | There needs to be 2-3 pairs. |
| Steps | <p>Step 1: In pairs, throw and catch a ball.</p> <p>Step 2: Each time a successful catch is made, use skip counting. For example, if an adult says skip counting in 2s, 1st the player says 2 the next player will say 4. The next person to catch after 4 will say 6, etc. Use the number 1, 2 or 3 to start with.</p> <p>Step 3: If the ball drops, then they must go back to the start.</p> <p>Step 4: Whichever pair reaches the number 30 first will win.</p> <p>They can play another round to count in 5s up to 30 and repeat the same steps.</p> |
| Images or Illustrations | None |
| Variations of the Game | <ul style="list-style-type: none"> - Set a time limit to see which pair can get to the highest multiple of the number chosen in the time frame. - The targeted number could be higher than 30. |
| Enrichment | Have students start at a target number and repeatedly subtract example start at 20 or 30 and each time subtract 2. The first team to reach 0, or as close to 0 as possible without going under, wins. |
| Simplification | The targeted number could be 10 instead of 20. Learners could also count from 1 to 30 instead of skip counting. |

